BTEC Assignment Brief

Qualification	Pearson BTEC International Level 3 Foundation Diploma, Diploma and Extended Diploma in Esports
Unit number and title	**12** Games Design
Learning aim(s)	**A** Understand the principles of game design **B** Research and generate ideas for an esports game concept **C** Develop a game design document for an esports game.
Assignment title	Get Creative
Assessor	
Issue date	
Hand in deadline	

Vocational Scenario or Context	You are working as a level designer on a small development team for a local digital games studio. You have been asked to develop an original idea for a new esports game to be considered for release. The game can be of any genre. You will need to research game design principles, develop a concept and produce a games design document so that your ideas can be considered by the senior designer.

Task 1	Before you generate your ideas for your own esports game, you should prepare and deliver a presentation comparing at least two games in different genres. For each game you should compare and evaluate the different design principles and how these are appropriate for the target audience. For each game, you should cover: • Visual style • Direction • Behaviour • Progression and pacing • Environment • Method • Foundation • Game conclusion You should also consider why your chosen games are viable for esports by comparing them with games that are not.
Checklist of evidence required	• Presentation (written, filmed etc.)
Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
A.P1	Explain the principles of game design.
A.P2	Explain how the principles of game design impact on making

	games.
A.M1	Compare the design principles for different games genres.
A.D1	Evaluate the impact of the design principles for different games genres and their targeted audiences.
Task 2	Now that you have explored the principles of game design, you should generate ideas for your own esports game and prepare a presentation for your peers. In generating your concept, you should experiment with different genres, platforms and visual styles and should seek peer feedback regularly to inform your concept. You should also continually self-reflect and critique your own ideas to improve them. Your presentation could feature ideas for locations, characters, music and sound effects. It could be presented as an annotated mood board or digital sketchbook. It should provide your peers with a genuine insight and feel for the game. Your presentation must also detail how peer feedback and self-evaluation have led to improvements in the various iterations of your idea. You must also show how your research into game design has influenced your idea.
Checklist of evidence required	• Presentation
Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
B.P3	Produce appropriate ideas and concepts for the game design document.
B.P4	Review own ideas and research with feedback from peers.
B.M2	Produce a development of the games concept incorporating the feedback and self-evaluation.
B.D2	Justify decisions made, showing how the design ideas and research will influence the game design document.
Task 1	Having presented your concept, you should now produce detailed and imaginative game design document to communicate your ideas. The document should include: ● information about the avatar(s) used by the players ● the background story or context of the game ● the game objectives ● maps of the levels ● details of the gameplay You should include a list of the assets, including visual, sound and animated assets that you will need in your esports game. In your game design document, you will need to show: ● A very high standard of structured writing skills ● A detailed evaluation of how and why you have used the principles of game design to influence your choices ● A comprehensive games design document showing the

	reflection of your own choices throughout
Checklist of evidence required	• Games design document
Criteria covered by this task:	
Unit/Criteria reference	To achieve the criteria you must show that you are able to:
C.P5	Produce a game design document for the chosen game genre.
C.M3	Produce a detailed game design document showing technical and practical requirements needed for the game genre chosen.
C.D3	Produce a comprehensive game design document showing valid reflection of own choices with consideration for the game genre chosen.
Sources of information to support you with this Assignment	developer.mozilla.org/en-US/docs/Games - Mozilla Developer Network (MDN) - resources for the game gamasutra.com - Gamasutra – website covering all aspects of game design gamedev.net - articles and tutorials on different aspects of game development 3dbuzz.com - tutorials and resources for different game engines Adams E – *Fundamentals of Game Design*, *Third Edition* (New Riders, 2013) ISBN 9780321929679.